

NEW CHARACTER OPTIONS

BACKGROUNDS, TRAITS AND FLAWS

Version 3.0

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For:



5th edition

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General Attributes – Traits, Ideals & Flaws

Sometimes, you just want a character that doesn't fit his/her background; or you just want something a little closer to your own creation. For this, you could choose (or roll for) one of the following traits, ideals and/or flaws to replace that listed on any of the background pages. For example, you could end up with a noble crook, a greedy farmer or a spineless guard. Perhaps they ended up in their background either against their will, or simply fell into that lifestyle because it's what their family does. Perhaps it's just a character that stands a little (or a lot) outside of the box.

PERSONALITY TRAITS

D100 Personality Traits

- 1 I make friends easily and am unafraid to talk to just about anyone.
- 2 I believe there is good in everyone.
- 3 I really, really like new things, whether they have value or not.
- 4 I'm the silent type, but that does not make me antisocial in the least. I do enjoy being around for just about anything.
- 5 I'm the life of the party! I do love a good celebration!
- 6 I'm the type of person who shares the wealth.
- 7 I'm happy all the time because I can always find the silver lining of every situation.
- 8 I am extremely organized and keep all my things in order. I dislike other people playing or touching my things for this reason.
- 9 I adapt my personality to who I am with.
- 10 I am a patient and calm individual who very rarely loses his/her temper.
- 11 My words speak louder than my action.
- 12 I can be quite the dramatic person.
- 13 I really love food. I love exploring new taste and am often munching or snacking on something.
- 14 I'm a dreamer and enjoy spending time thinking of what may be or may come.
- 15 I can ramble for hours on just about everything.
- 16 I'm very curious and do like to investigate things and ask questions.
- 17 I am on a journey to self discovery and love to experiment with new things to see what I like, dislike or even fear.
- 18 I don't boast it but I do love a little pain. It makes me unafraid to charge in battle head first.
- 19 I require a little bit of alone time each day, to relax and clear my mind. Else, I can become a little moody.
- 20 I am soft spoken and kind to others.
- 21 I am illiterate.
- 22 I believe a little hard work goes a long way.
- 23 There is nothing more beautiful than the sight of the rising sun.
- 24 After tending animals for such a long time, very little makes me squeamish.
- 25 I love the feel of earth running through my fingers. I do not hesitate to forage or find my own food when I have to travel in the wilds.
- 26 Rewards should go to those who work for it. Because of this, I really despise lazy people.

- 27 I work great in a group and don't hesitate to push others to participate.
- 28 A life of solitude and exploration has me a little socially awkward. I tend to say odd things to other and have trouble identifying cues of discomfort in others.
- 29 I have a tendency to note everything down. I also have the habit of using my writings as proof that I recalled something properly or as a point in arguments.
- 30 I prefer quiet to loud noises.
- 31 The sounds and sights of battle (or animal attacks) are not new to me and do not provoke any sense of shock.
- 32 I like to visually express myself, such as dressing according to my mood or accessorizing creatively.
- 33 My ideas are often bizarre and sometimes even a little out of context.
- 34 I appreciate a good visual setting and well decorated place (according to character, might like noble décor or gloomy complete dungeons – or both).
- 35 I am often found daydreaming and can lose touch a bit with reality.
- 36 My work is my life.
- 37 Big crowds don't bother me. I can easily tune out noise or filter in only what I want to hear.
- 38 I like to be surrounded. The more the merrier.
- 39 I am a disciplinarian. I believe in following a strict set of rules.
- 40 People should be free to do whatever they want to bloom. No idea should ever be turned down.
- 41 No. Just no.
- 42 I get bored quite quickly if things aren't active enough or drag on.
- 43 I am very organized in everything I do.
- 44 I do enjoy collecting wealth and tend to be fairly frugal.
- 45 I am calculating in everything I do and greatly prefer approaching any situation with a solid plan established.
- 46 My word is my life. I am very reliable and if I say I will do something, I do all in my power to do so.
- 47 I am a very punctual person.
- 48 My work ethics are flawless.
- 49 I tend to know where I am heading in life and don't hesitate for long. I make quick choices and deal with the consequences if I have to.
- 50 I take what I need and discard what has no use.
- 51 Whatever it is, I can fix.
- 52 When anger becomes a problem, I will carve or build something to focus the rage away. I find it a very calming hobby.
- 53 I enjoy proving my strength against others. I am known to give other challenges, whether it be competing in enemy defeat counts or a simple arm wrestling match.
- 54 My focus is flawless. I can concentrate for hours without my mind straying or tiring.
- 55 I barely notice small injuries. In fact, I have found myself realize many days later that I had wounded myself. I often don't remember where or how I gain little hurts.
- 56 I do enjoy working with others and try to keep conversation flowing during a job. I find it makes the atmosphere without tension and makes the work more fun.
- 57 My scowl is deep and disapproval obvious.
- 58 I do not deal in subtlety.
- 59 I collect trophies of my victories.
- 60 I dislike magic and anything associate with such things.
- 61 I am not one to complain, even if I am unhappy about something.
- 62 I tend to just go along.

- 63 I need to make sure I truly understand and will ask many question about events around me.
- 64 I am very good at following orders and directions.
- 65 I have a tendency to speak in circles.
- 66 I am not a very direct person and prefer to take a more subtle path.
- 67 I take pride in getting others to do for me, things I have to do but dislike doing.
- 68 I can butter up even the toughest of crowds.
- 69 I am quite flirtatious.
- 70 I am so skilled with words and compliments I can make an ogre blush.
- 71 I look good and I know it.
- 72 I've used my charms and even body to distract a person before getting myself an extra compensation.
- 73 I must debate every decision thoroughly and obtain everyone's opinion first.
- 74 I try my best to diffuse conflict.
- 75 I always try reaching an agreement or compromise before falling into battle.
- 76 I dislike silence and will frequently volunteer to break it.
- 77 I usually try to find a weakness in my opponents during a fight rather than just charge in.
- 78 I throw caution to the wind.
- 79 I do like to tell stories of my past fights and moments that marked me. I make links between them and more current battles.
- 80 I am simply fearless.
- 81 There is always plenty to go around! I rather share and have little then have a lot by myself.
- 82 I am a very experimental eater. I am willing to try anything!
- 83 In my time of serving masses of people, I've developed the habit of falling on autopilot when things get boring.
- 84 What can I get you with that?
- 85 If someone gets under my skin... they may find 'extra flavors' in their food.
- 86 I am a rather jovial person, which is why I enjoy a warm meal, a good brew and happy company.
- 87 I am a rather stoic individual.
- 88 When I speak, I am normally to the point.
- 89 I always prefer to take the safer path and avoid risks.
- 90 I will put myself in front of others to avoid them taking damage, even if I dislike them.
- 91 I value healthy habits and lifestyles and always eat at least 3 meals a day and sleep my full night. I work out and take care of my skin.
- 92 I make sure to always be well supplied for everything. It doesn't always help me save up...
- 93 I tend to use rich and complicated vocabulary when I speak.
- 94 I am above all of others.
- 95 I enjoy the little things in life.
- 96 I prefer quiet and being secluded to crowds and civilization.
- 97 I have a tendency to go off daydreaming if I'm not kept busy.
- 98 My memory is flawless. I remember everything anyone says for a very long time.
- 99 I get to the point with things and refuse to go around for bizarre customs and etiquettes.
- 100 I am always observing and studying my surroundings. Look before you leap.

IDEALS

D20 Ideals

- 1 **Glory:** I must collect achievements to make my life story one of greatness.
- 2 **Knowledge:** I must know as much as there is to learn.
- 3 **Magic:** I wish to increase my knowledge of magical power.
- 4 **Wealth:** My possessions make me who I am. I must therefore own a lot of valuable things.
- 5 **Collector:** I wish to own many unique or very rare items.
- 6 **Novelty:** New is always better.
- 7 **Faith:** I do what I do with the end goal of serving my deity. Their wishes and ways always come first.
- 8 **Tradition:** Old ways are sacred and should be respected.
- 9 **Self:** I serve my own welfare before anyone else's.
- 10 **Altruism:** It is important to help those in need.
- 11 **Modest living:** Life should be led in simplicity, without need for any luxury.
- 12 **Modesty:** I do what I do for the value of the action, not to be rewarded or credited for my actions.
- 13 **Nature:** I believe the natural order of things must be preserved and respected.
- 14 **Power:** Power is the true ruler of everything. All means to an end is acceptable to obtain more power.
- 15 **Honor:** I must always fight and act in honorable ways, even against the most depraved of foe.
- 16 **Honesty:** I must never lie, no matter the situation. If it gets us in trouble, we will find a solution.
- 17 **Optimism:** Where there is a will, there is a way.
- 18 **Pacifist:** I prefer resolving things through words and will only fight if there is no alternative.
- 19 **High Society:** Being known in diplomatic and social circles is very important.
- 20 **Democrat:** The majority should always rule.

CUSTOM BONDS

You can also replace the bond by creating links to people of your own creation. You can work with the DM to use this as a good adventure hook for their story or go on your own and add background to your character. Here are a few ideas:

- ❖ Include the family of your characters;
- ❖ If you have a D&D partner playing with you, you can add each other's character as a bond;
- ❖ Add an event linked to a person that greatly affected your character (mentor, bully, etc.)

CHARACTER FLAWS

D100 Flaws

- 1 I trust no one and am suspicious of everyone.
- 2 I'm rude, crude and socially unacceptable.
- 3 I talk loudly, even in situations that require subtlety because I am partially deaf. (This flaw requires a change if the character is cured with greater restoration – or keeps being loud out of habit).
- 4 I see the worst in everything. We are just surrounded by doom. All the time.
- 5 I steal other people's credit for my own because I'm just the best anyways.
- 6 I believe I can take anything down. Everything dies no matter how big, so there is no need for caution.
- 7 I cannot stand to be touched.
- 8 I take every insult and criticism personally. It even drives me to tears sometimes.
- 9 I change my own memories to suit my needs and ensure I am always right (i.e. "That's not how I remember it.")
- 10 I am a neat freak to the point I will spend a moment during battle to clean off icky things if it should get on me. I always carry plenty of cleaning cloths.
- 11 I am very forgetful.
- 12 I must have it, whatever it is. I want the thing. (Hoarder)
- 13 I get angry when I don't understand something.
- 14 I refuse to repeat myself.
- 15 I have a terrible speech impediment (lisp, stutter, etc.) and am hard to understand. I get offended or hurt when it's pointed out.
- 16 I rather speak with my fists.
- 17 I tend to do the opposite of what I say.
- 18 I dislike those unlike me, so people of the races (list a race or several races) are on my 'bad list'.
- 19 I do judge the book by its cover.
- 20 I have no idea why so many people fret about this personal hygiene thing.
- 21 I am illiterate.
- 22 I will not tolerate excuses for refusing to do something.
- 23 I will not wait for others. If things take too long, I continue regardless.
- 24 I refuse to ask for help regardless of the situation.
- 25 I detest objects that ravage the lands, such as explosive powders, just like I hate being around those who make or use such things.
- 26 I know so much that I am just always right, and when I am not, it puts me in a foul mood.
- 27 I use silent treatments when things do not go my way.
- 28 I can get overly excited at discovering something new and it can sidetrack me from what I am currently trying to achieve.
- 29 I am incredibly fickle.
- 30 It is very difficult to get my attention if I am focused on something. One may have to yell at me for me to hear them.
- 31 I prefer the company of nature to that of others and have a tendency to be withdrawn.
- 32 I have a tendency to think out loud.
- 33 I get broody in places that are drab if I am stuck there for too long.
- 34 I often drag behind, lost in my observation of my surrounding until I realize I am alone.

- 35 I tend to consider my ideas to always be the best ones.
- 36 I tend to be too self-sacrificing.
- 37 I can be overly childish.
- 38 I tend to treat others like they are children.
- 39 I'm inexperienced in the world and tend to be unable to know what to do.
- 40 I get lost often.
- 41 I have overwhelming innocence and speak honestly to anyone as if thinking everyone as only good intentions.
- 42 I hate confrontation so much that if stuck in one, I just try and change the subject.
- 43 I cannot function without a set of rules to follow.
- 44 I have a tendency to sneak a coin or small item in my pocket without others noticing.
- 45 I have a critic for EVERYTHING.
- 46 I am a horrible back-wagon driver and tend to tell others what they should do.
- 47 I insist that everything be split equally, whether it be loot or chores.
- 48 I do not say sorry. Ever.
- 49 I dream a little too big and have a tendency to overestimate my own capabilities.
- 50 I have a great fear of being lost. If so, I can become insecure and a little paranoid.
- 51 I will take other's goods if I believe it is earned compensation for my troubles.
- 52 I get myself in trouble to help customers or others if they have a sad story to tell.
- 53 I cannot haggle (well) as I am incredibly gullible.
- 54 I haggle for EVERYTHING.
- 55 I am prone to using violence as a source of conflict resolution.
- 56 I can be temperamental.
- 57 I make lame jokes and puns.
- 58 I look on all sides of any issue, which often cause delays and long times before I make a choice
- 59 I'm a bit of a gambler.
- 60 I tend to be quite clumsy in my actions, especially if I'm not fully focused on what I do.
- 61 I am an alcoholic.
- 62 I charge first and think later.
- 63 I'm loud; in everything I say and do.
- 64 I am boastful and those outside the tribe as lesser people.
- 65 I cannot listen to long speeches. They bore me.
- 66 If idle for too long, I tend to find destructive ways to entertain myself.
- 67 I am incredibly vengeful of even small offenses.
- 68 I have trouble understanding things that have many levels of complexity.
- 69 I don't understand sarcasm.
- 70 I dislike things that are disorganized and can have a need to just fix it,
- 71 I am prone to pouting and give the silent treatment if things don't go my way.
- 72 I am a very greedy individual.
- 73 My arrogance will be my downfall.
- 74 I lie to suit my needs and obtain what I want.
- 75 I do not feel guilt.
- 76 I am a kleptomaniac,
- 77 I have very little sense of loyalty.
- 78 I am shallow and superficial, quick to place judgement.

- 79 I'm too pretty to need to be smart.
- 80 I am slow to trust.
- 81 I need a proof for everything that is said.
- 82 I fidget a lot, often, with something that makes noise.
- 83 I can be rather monotone.
- 84 I am a very boastful person.
- 85 I have a tendency to underestimate my opponents.
- 86 I can be relentlessly vindictive.
- 87 I get enraged if someone insults me by saying I'm too (choose from: short, young, old, weak or create your own signature insult).
- 88 I get irritable when I only have had rations to eat for a long time.
- 89 If I don't know what it is, I will not eat or drink it. I'd rather starve.
- 90 I look down on people that lack good manners.
- 91 I get lost in the details and often forget the big picture.
- 92 I trust no one but myself.
- 93 I cannot rest until I've ensured everything is safe.
- 94 I hate when people use big words, I do not understand them.
- 95 I need direct orders or I tend to be unsure of what to do.
- 96 Because I saw too much in my past, I am now very uneasy at the sight of blood and opened wounds.
- 97 I don't ask permission before tending to a 'patient'.
- 98 I am easily impressed.
- 99 I can be quite the case of "bleeding heart".
- 100 I'm a grumpy old coot!

Custom Backgrounds

Here is a list of additional backgrounds to choose from for the creation of a new character:

1. Academic writer
2. Artist (Paint/Drawing)
3. At home parent
4. Banker / Treasurer
5. Caravaneer
6. Carpenter
7. City Worker
8. Con artist
9. Courtesan
10. Diplomat
11. Farmer
12. Food worker
13. Guard
14. Healer
15. Herder
16. Hunter
17. Innkeeper
18. Teacher
19. Tournament fighter (Gladiator)
20. Tribe member (half orc or barbarian only)

ACADEMIC WRITER

Books and knowledge have shaped your life, and so, you live by the pen. You are part of the small crowd that is responsible for a chunk of the content found in libraries, and not like the scribes, who copy other's work over and over. No, you did the treks, the travels. You explored and documented EVERYTHING on your way. You have written numerous tomes on the subject of your expertise.

Skill Proficiencies: *Nature, arcana or history.*

Other Proficiencies: *Calligrapher's tools.*

Language: *One of your choice.*

Equipment: A one person tent (10lbs), calligraphy tools, a personal journal, a set of refined clothes – *a coin pouch with 20gp.*

SUBJECT EXPERTISE

Did you trek alone in the woods and mountain tops to document plant life (testing them along the way)? Did you observe and track various wild animals to document their migration or did you don armor to stand at the back of a great war to document all the events from an objective standpoint? Perhaps you scoured the wizard towers to learn of their magic items or travel from settlement to settlement to learn of folk magical trinkets.

D4 Specialization

- | | |
|----------|-------------------------|
| 1 | Historian |
| 2 | Plant life |
| 3 | Beasts and creatures |
| 4 | Magical items or curses |

FEATURE EXPLORER (PLANT LIFE, BEASTS AND CREATURES OR MAGIC)

You have travelled there and back again. You have an ease at finding easy paths through the rough lands and securing groves for a rest in the wild. (This applies to the surface only)

OR

FEATURE BATTLE ENLIGHTENED (HISTORIAN)

Having been on at least the field one major war (determine with your DM which), you can easily recognize the signs of a fight as long as it has enough participants (5 or more). You automatically can identify signs of struggle and have advantage on investigation checks to identify what happened.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- | | |
|----------|---|
| 1 | A life of solitude and exploration has me a little socially awkward. I tend to say odd things and have trouble identifying cues of discomfort in others. |
| 2 | I have a tendency to note everything down. I also have the habit of using my writings as proof that I recalled something properly or as a point in arguments. |

- 3** I prefer quiet to loud noises.
- 4** The sounds and sights of battle (or animal attacks) are not new to me and do not provoke any sense of shock.

D4 Ideal

- 1** **Wisdom:** Experience is key to personal growth.
- 2** **Autonomy:** It is important to be able to manage situations on your own.
- 3** **Resourcefulness:** One should always use what they have and what is around them to their advantage.
- 4** **Knowledge:** I must know as much as there is to learn.

D4 Bond

- 1** My social needs are easily sated by reading a good book.
- 2** I get along quite well with scholarly types.
- 3** I love listening to stories and those willing to share theirs.
- 4** I once met a librarian who thought me the importance of recording and documenting things for a society.

D6 Flaw

- 1** I know so much that I am just always right, and when I am not, it puts me in a foul mood.
- 2** I use silent treatments when things do not go my way.
- 3** I can get overly excited at discovering something new and it can sidetrack me from what I am currently trying to achieve.
- 4** I am incredibly fickle.
- 5** It is very difficult to get my attention if I am focused on something. One may have to yell at me for me to hear them.
- 6** I prefer the company of nature to that of others and have a tendency to be withdrawn.

ARTIST (PAINT/DRAWING)

Art is everything. You have spent many years using your ideas and creativity to create masterpieces or at least, valuable art pieces. Perhaps you were popular among noble circles and your craft decorates many mansions in great cities or perhaps, you were undiscovered and made a meager living off your pieces. Regardless, you know colors and can duplicate just about anything you with a pen or brush.

Skill Proficiencies: *Investigation*.

Other Proficiencies: *Painter's supplies, cartographer's tools*.

Equipment: Painter's supplies or cartographer's tools, chalk (x10) – a coin pouch with 10gp.

FEATURE REPLICATOR

Your keen eyes and skilled hands give you the ability to perfectly replicate the likings of any person or creature you've come across, as long as you have the medium to do so. Moreover, your visual memory is flawless and you can recall these images anytime for many years. Anyone seeing your depiction and who is knowledgeable of the drawn creature or person would be able to identify it.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1** I like to visually express myself, such as dressing according to my mood or accessorizing creatively.
- 2** My ideas are often bizarre and sometimes even a little out of context.
- 3** I appreciate a good visual setting and well decorated place (according to character, might like noble décor or gloomy complete dungeons – or both).
- 4** I am often found daydreaming and can lose touch a bit with reality.

D4 Ideal

- 1** **Beauty:** I try to surround myself with things I judge to be beautiful, and try to look my best.
- 2** **Originality:** Being like everyone else is for fools who can't think for themselves.
- 3** **Fame:** I try to get credit for my accomplishments and spread the words about them as well.
- 4** **Wealth:** My possessions make me who I am. I must therefore own a lot of valuable things.

D4 Bond

- 1** I make easy connections with collectors of art.
- 2** I had an apprentice before I left. I wonder if he/she became successful.
- 3** My most loyal buyer is expecting a new piece soon. It should really stand out.
- 4** Masterpieces talk to me, they really do!

D8 Flaw

- 1** I have a tendency to think out loud.
- 2** I get broody in places that are drab if I am stuck there for too long.
- 3** I often drag behind, lost in my observation of my surrounding until I realize I am alone.
- 4** I tend to consider my ideas to always be the best ones.

AT HOME PARENT

Your age shows a little as does your experience. You've cultivated patience by starting to ensure the continuity of your lineage before going to explore the world. You have raised several of your children (can be adapted to raising siblings or nieces/nephews) and know very well how to handle them.

Skill Proficiencies: *Perception, Insight.*

Equipment: A mess kit, a small token from each of your kids (player's choice), game set of your choice, a healer's kit, a set of common clothes – *a coin pouch with 5gp.*

FEATURE: PARENTS JUST KNOW THINGS

Your children told stories of how you have eyes on the back of your head and ghosts spying in the house revealing to them all the mischievous tricks they tried to hide but seem to always fail. You were the type to yell "Put that down" while two rooms away, as if a sixth sense let you know all of the hidden things going on around you. Your passive perception gets a +2 bonus.

OR

FEATURE: COMFORTING

You are used to children and have a natural gift for handling them. You can calm any child of 10 years or less without check in any situation (equivalent to calm emotion).

SUGGESTED CHARACTERISTICS

D6 Personality Trait

- 1** Big crowds don't bother me. I can easily tune out noise or filter in only what I want to hear.
- 2** I like to be surrounded. The more the merrier.
- 3** I am a disciplinarian. I believe in following a strict set of rules.
- 4** People should be free to do whatever they want to bloom. No idea should ever be turned down.
- 5** No. Just no.
- 6** I get bored quite quickly if things aren't active enough or drag on.

D4 Ideal

- 1** **Family:** It is important to procreate and nurture your family, above all else.
- 2** **Innocence:** The young and innocent should be protected before others.
- 3** **Patience:** Good things come to those who wait.
- 4** **Endurance:** No matter how hard it gets, you should always keep going.

D4 Bond

- 1** I have (number decided by player) of children waiting for me at home. Most are full grown now.
- 2** My eldest left for travel and I haven't heard from him/her in many tendays. I am currently trying to find him/her.
- 3** I often miss my family.

- 4** My other half is now the one at home, taking care of the children while I go explore the world. I should frequently send news.

D6 Flaw

- | | |
|----------|---|
| 1 | I tend to be too self-sacrificing. |
| 2 | I can be overly childish. |
| 3 | I tend to treat others like they are children. |
| 4 | I'm inexperienced in the world and tend to be unable to know what to do. |
| 5 | I get lost often. |
| 6 | I have overwhelming innocence and speak honestly to anyone as if thinking everyone as only good intentions. |

BANKER / TREASURER

You have spent a good number of years managing the finances of other. You are accustomed to high society and the performance required of people working with such people, meaning the reverence, title applications and the likes. You are familiar with minute organization and detail planning of every act and expense.

Skill Proficiencies: *History, perception.*

Suggested alignment: *Lawful good, lawful neutral or lawful evil.*

Equipment: Instead of one coin pouch, you have a pouch for every coin type (5 in total), abacus, ink, quill and 5 sheets of high quality paper, fancy clothes – 50cp, 5sp, 2ep, 5gp and 1pp.

FUNDS MANAGED

What kind of funds did you manage and people did you tend to?

D4 Specialization

- 1** Managed the financial estate of a large noble family
- 2** City treasurer
- 3** Treasurer of the crown
- 4** Tax collector

FEATURE MATHEMATICAL

Having worked with several merchant groups, you may be able to obtain favors from merchant you have served in one way or another. When you go to a general merchant of a friendly race, roll a d4. If you get a 3, you can sell any non-magical weapon, armor or adventuring good for 75% of the price instead of half price. If you roll a 4, you get full value.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1** I am very organized in everything I do.
- 2** I do enjoy collecting wealth and tend to be fairly frugal.
- 3** I am calculating in everything I do and greatly prefer approaching any situation with a solid plan established.
- 4** My word is my life. I am very reliable and if I say I will do something, I do all in my power to do so.

D4 Ideal

- 1** **Image:** I cultivate a careful and strong image in which people know me as.
- 2** **Wealth:** My possessions make me who I am. I must therefore own a lot of valuable things.
- 3** **Collector:** I wish to own many unique or very rare items.
- 4** **Novelty:** New is always better.

D4 Bond

- 1** Nobility holds me in high respect.
- 2** I once gave poor financial advice to one of my first client and caused them to become ruined.

- 3** During my work, I noticed discrepancies in the paperwork that gave clear hint of corruption. I have not mentioned this to anyone yet, but I think someone might suspect I noticed.
- 4** I had a pretty deep rivalry with one of my co-workers.

D6 Flaw

- 1** I cannot function without a set of rules to follow.
- 2** I have a tendency to sneak a coin or small item in my pocket without others noticing.
- 3** I have a critic for EVERYTHING.
- 4** I am a horrible back-wagon driver and tend to tell others what they should do.
- 5** I insist that everything be split equally, whether it be loot or chores.
- 6** I do not say sorry. Ever.

CARAVANEER

It may not be luxurious or grandiose, but driving goods and people around is steady income. It isn't the safest however and any character with this background would have either witnessed or even survived one or more caravan theft attempt. If it isn't orc raids, it's bandits or rival merchant thugs.

Skill Proficiencies: *Animal handling, perception.*

Other Proficiencies: All land vehicles.

Equipment: A wagon and mule, traveler's clothes – *a coin pouch with 20gp.*

FEATURE: PATHFINDER

You have great knowledge of the land and know all the major roads between cities. Work with your DM to arrange your character being able to lead the group on major paths, when it applies. You also have a great sense of direction, as long as there is a path. You can retrace your steps on any path, trail or street.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1 I am a very punctual person.
- 2 My work ethics are flawless.
- 3 I tend to know where I am heading in life and don't hesitate for long. I make quick choices and deal with the consequences if I have to.
- 4 I take what I need and discard what has no use.

D4 Ideal

- 1 **Modest living:** Life should be led in simplicity, without need for any luxury.
- 2 **Endurance:** No matter how hard it gets, you should always keep going.
- 3 **Introspection:** It is important to learn to know oneself well.
- 4 **Honesty:** I must never lie, no matter the situation. If it gets us in trouble, we will find a solution.

D4 Bond

- 1 I get along well with the beasts that pull my wagon. Better than with people even.
- 2 I have helped many merchants in my days.
- 3 I was once the sole survivor of a large caravan raid.
- 4 A major city merchant owes, I protected an item of great value for him and earned injury for it

D8 Flaw

- 1 I dream a little too big and have a tendency to overestimate my own capabilities.
- 2 I have a great fear of being lost. If so, I can become insecure and a little paranoid.
- 3 I will take other's goods if I believe it is earned compensation for my troubles.
- 4 I get myself in trouble to help customers or others if they have a sad story to tell.

CARPENTER

Wood is art, your art and trade. You have made a living building things of diverse nature. You can choose if you have been a furniture maker or home builder, the point is, you can build (and fix) many non-magical and non-mechanical things. Your stature and built, or the state of your hands are proof of a life of hard labor.

Skill Proficiencies: *Animal handling, athletic.*

Other Proficiencies: *Carpenter's tools.*

Equipment: A pouch of 25 nails, carpenter's tools, a set of common clothes including an apron, a hammer and a crowbar – *a coin pouch with 15gp.*

FEATURE: KNOWLEDGE OF ARCHITECTURAL DESIGNS

Doors and windows hold no more mysteries to you. You can use your carpenter's tools to bypass strength checks to unstuck a door or window. With a DC 10 (5 if you have access to planks of wood), you can also jam any door or window within 1 to 5min. (DM discretion). Such entrance would need a DC 15 STR check to burst or hold 15 to 25hp, depending on the make of the door/window. You can also bypass the need for thieves' tools to open any locked door (unless locked by magic means) and make a DC 10 STR check to unhinge or disassemble the lock instead (need carpenter's tools).

SUGGESTED CHARACTERISTICS

D6 Personality Trait

- 1 Whatever it is, I can fix.
- 2 When anger becomes a problem, I will carve or build something to focus the rage away. I find it a very calming hobby.
- 3 I enjoy proving my strength against others. I am known to give other challenges, whether it be competing in enemy defeat counts or a simple arm wrestling match.
- 4 My focus is flawless. I can concentrate for hours without my mind straying or tiring.
- 5 I barely notice small injuries. In fact, I have found myself realize many days later that I had wounded myself. I often don't remember where or how I gain little hurts.
- 6 I do enjoy working with others and try to keep conversation flowing during a job. I find it makes the atmosphere without tension and makes the work more fun.

D4 Ideal

- 1 **Tradition:** Old ways are sacred and should be respected.
- 2 **Foundation:** I believe to advance oneself... or almost anything, you have to have solid beginnings. I therefore tend to dislike skipping steps.
- 3 **Stability:** I have a fondness of routine and security.
- 4 **Endurance:** No matter how hard it gets, you should always keep going.

D4 Bond

- 1 Solitude can sometimes be a great source of inspiration.
- 2 I once built a throne for a king.
- 3 I will never forget the one time I spent months working on a project and ended scammed out of the payment.
- 4 I was once invited to a guild of artisans but refused, disliking the fees and rules.

D4 Flaw

- 1** I am prone to using violence as a source of conflict resolution.
- 2** I can be temperamental.
- 3** I make lame jokes and puns.
- 4** I look on all sides of any issue, which often cause delays and long times before I make a choice

CITY WORKER

First things first, establish with your DM which city you worked in. You spent many years working for the city, whether you started as a teenager or began in the peak of your adult life. You are used to taking orders and routine work. It isn't the most gloriest life, but it is honest work. You also hold knowledge of the city's official documents and customs.

Ability score: +1 *strength*.

Other Proficiencies: *Disguise kit or forgery kit.*

Equipment: Disguise kit or forgery kit, 5 candles, seal symbol of the city you worked in, a set of common clothes – *a coin pouch with 10gp.*

JOB TITLE

What kind of work did you do?

D4 Specialization

- 1** Sweeper (street and city buildings)
- 2** Clerk (town hall or courthouse)
- 3** Landscaper
- 4** Politician assistant (personal assistant)

FEATURE HONEST LABOR

You are used to working for a city and all it entails. People trust you and have let you just about anywhere in the city. You know all the nooks and hidden spot of the city, including sewer entrances and the like.

OR

FEATURE BLEND IN THE BACKGROUND

You know how to make yourself unnoticed. It is normal for people to see you work in the background, so much so that you have become like a tree or potted plant. This makes for them having no reserve in their activities and discussions. Unless you are doing things that really call for attention, you have advantage on all stealth checks.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1** I am not one to complain, even if I am unhappy about something.
- 2** I tend to just go along.
- 3** I need to make sure I truly understand and will ask many question about events around me.
- 4** I am very good at following orders and directions.

D4 Ideal

- 1** **Modest living:** Life should be led in simplicity, without need for any luxury.
- 2** **Modesty:** I do what I do for the value of the action, not to be rewarded or credited for my actions.

3 Optimism: Where there is a will, there is a way.

4 Pacifist: I prefer resolving things through words and will only fight if there is no alternative.

D4 Bond

1 My patron was quite proud of the work I did.

2 I once overheard a conspiracy being plotted among the city nobles.

3 I have found a locket while on duty. I never opened it but I think it may be an important heirloom.

4 I was very close to one of my co-workers. I promised to return with great tales to tell him.

D4 Flaw

1 I have trouble understanding things that have many levels of complexity.

2 I don't understand sarcasm.

3 I dislike things that are disorganized and can have a need to just fix it,

4 I am prone to pouting and give the silent treatment if things don't go my way.

CON ARTIST

Your life has been filled with mysteries of your own creation. You are an artist but your books aren't of paper, and though still fiction, all your characters are flesh and blood. You've made your way by fooling others into giving you their wealth, one way or another. You aren't violent though and don't resort to threats, instead, you've used your head and tricked people into willingly handing things to you.

Skill Proficiencies: *Persuasion, insight.*

Other Proficiencies: *Disguise kit, Forgery kit.*

Equipment: A set of common clothes, a set of traveler's clothes, a set of fine clothes, a disguise kit, a forgery kit, a quill and ink – *a coin pouch with 50gp.*

FEATURE: PICK YOUR VICTIM

Con artists have an innate talent for spotting vulnerable people. For this, they are naturals for reading people who aren't on the defensive. You have advantage on insight checks that are not contests (i.e. insight vs deception).

SUGGESTED CHARACTERISTICS

D8 Personality Trait

- 1** I have a tendency to speak in circles.
- 2** I am not a very direct person and prefer to take a more subtle path.
- 3** I take pride in getting others to do for me, things I have to do but dislike doing.
- 4** I can butter up even the toughest of crowds.

D4 Ideal

- 1** **Self:** I serve my own welfare before anyone else's.
- 2** **Wealth:** My possessions make me who I am. I must therefore own a lot of valuable things.
- 3** **Talent:** I must become great at many diverse things.
- 4** **Success:** I must be the best at pick a talent or ability.

D8 Bond

- 1** I once tricked a dangerous fellow who still hunts me.
- 2** My victim count is above 20.
- 3** I prefer taking the role of people I admire.
- 4** My favorite trick, is duping the vain by basically becoming a copy of who they are.

D8 Flaw

- 1** I am a very greedy individual.
- 2** My arrogance will be my downfall.
- 3** I lie to suit my needs and obtain what I want.
- 4** I do not feel guilt.

COURTESAN

You have worked one of the oldest profession there is, whether cheaply or on a more reputable level. In a sense, you are a master of psychology as you know what to look for to hook a client. Master seductor/tress, you have learned many secrets performing your trade.

Skill Proficiencies: *Persuasion, sleight of hand.*

Other Proficiencies: *Poison kit.*

Equipment: A set of fine clothes, a poison kit, a vial of antitoxin, 2 gold rings (5gp/each), 1 silver ring with a sapphire (2gp), a gold necklace (2gp), a bottle of perfume or cologne, soap, a cloak of fine silk with a hood and brooch – *a coin pouch with 30gp.*

FEATURE: THE ART OF SEDUCTION

You know how to use your wiles to obtain what you want or to make a person talk. You have advantage on persuasion checks using flirting techniques (as long as the target is humanoid). You can also easily get connected to local rumors of towns and cities hosting a courting house, bathhouse or other similar establishment.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1** I am quite flirtatious.
- 2** I am so skilled with words and compliments I can make an ogre blush.
- 3** I look good and I know it.
- 4** I've used my charms and even body to distract a person before getting myself an extra compensation.

D4 Ideal

- 1** **High Society:** Being known in diplomatic and social circles is very important.
- 2** **Attraction:** I prefer to be surrounded by good looking people.
- 3** **Power:** Power is the true ruler of everything. All means to an end is acceptable to obtain more power.
- 4** **Image:** I cultivate a careful and strong image in which people know me as.

D4 Bond

- 1** Many nobles admire me while others feel disdain in my presence.
- 2** I have a few cheated spouse who would like to witness my demise.
- 3** I see signs that someone, probably an addicted client, follows me around.
- 4** I once fell in love, but I never said it because of what I am.

D4 Flaw

- 1** I am a kleptomaniac,
- 2** I have very little sense of loyalty.
- 3** I am shallow and superficial, quick to place judgement.
- 4** I'm too pretty to need to be smart.

DIPLOMAT

You know all the steps to the political waltz. You've lobbied and talked issues more than you've talked about the weather. You know how societies work, who pulls the string and you do well as a representative. Your image tends to precede you.

Skill Proficiencies: *Persuasion, deception.*

Other Proficiencies: *1 game set of your choice.*

Equipment: A set of fine clothes, a quill, ink, 5 sheet of paper, game set of your choice – a coin pouch with 25gp.

FEATURE: ALWAYS IN THE KNOW

In order to keep in touch with the affairs of your city or town, you have learned the spell *Animal messenger*, which you can cast 1/day at no spell slot cost using the charisma skill.

SUGGESTED CHARACTERISTICS

D8 Personality Trait

- 1** I must debate every decision thoroughly and obtain everyone's opinion first.
- 2** I try my best to diffuse conflict.
- 3** I always try reaching an agreement or compromise before falling into battle.
- 4** I dislike silence and will frequently volunteer to break it.

D4 Ideal

- 1 Image:** I cultivate a careful and strong image in which people know me as.
- 2 Optimism:** Where there is a will, there is a way.
- 3 Pacifist:** I prefer resolving things through words and will only fight if there is no alternative.
- 4 Democrat:** The majority should always rule.

D4 Bond

- 1** The head of the government I represented holds me in high esteem.
- 2** I once managed to broker a temporary truce between an elven settlement and an orc tribe.
- 3** I believe a member of an opposing government plays dirty.
- 4** I hold connections in a well known faction (select which with the DM).

D8 Flaw

- 1** I am slow to trust.
- 2** I need a proof for everything that is said.
- 3** I fidget a lot, often, with something that makes noise.
- 4** I can be rather monotone.

FARMER

You have lived a simple life, with your family before you. You either owned or worked on a farm, away from strife and mastering the land and/or livestock. You are quite used to hard work and early rising and aren't afraid to get dirty.

Skill Proficiencies: *Animal handling, athletic.*

Other Proficiencies: *Sickle.*

Equipment: A pouch of common seeds (corn, wheat or carrot), a Mastiff (trained for burden with saddlebags 195lbs), sack and a set of common clothes – *a coin pouch with 10gp.*

FARM TYPE

What kind of farm did you own?

D4 Specialization

- | | |
|----------|---------------------|
| 1 | Personal small farm |
| 2 | Livestock farm |
| 3 | Agricultural |
| 4 | Large city farm |

FEATURE DOMESTICATOR (WORKED WITH LIVESTOCK)

After a lifetime of working with farm animals, you have a natural talent for calming and handling farm animals. You can automatically identify any animal that regularly lives on farms and you automatically succeed on animal handling checks related to farm animals, such as traditional beasts of burden (can vary according to player race).

OR

FEATURE LAY OF THE LAND (WORKED WITH GARDEN GOODS)

After a lifetime of working with farm goods, you can recognize any common plant and harvest. Any food plant you harvest gives you double the ration.

SUGGESTED CHARACTERISTICS

D6 Personality Trait

- | | |
|----------|--|
| 1 | I believe a little hard work goes a long way. |
| 2 | There is nothing more beautiful than the sight of the rising sun. |
| 3 | After tending animals for such a long time, very little makes me squeamish. |
| 4 | I love the feel of earth running through my fingers. I do not hesitate to forage or find my own food when I have to travel in the wilds. |
| 5 | Rewards should go to those who work for it. Because of this, I really despise lazy people. |
| 6 | I work great in a group and don't hesitate to push others to participate. |

D4 Ideal

- 1** **Patience:** Good things come to those who wait.
- 2** **Endurance:** No matter how hard it gets, you should always keep going.
- 3** **Tradition:** Old ways are sacred and should be respected.
- 4** **Nature:** I believe the natural order of things must be preserved and respected.

D4 Bond

- 1** Pets are also a part of the family and should be treated as such.
- 2** Family always comes first.
- 3** Plants are alive like anything else and shouldn't be taken for granted.
- 4** I met a lot of traders selling my farm goods. I do enjoy a chat with a lot of them.

D4 Flaw

- 1** I will not tolerate excuses for refusing to do something.
- 2** I will not wait for others. If things take too long, I continue regardless.
- 3** I refuse to ask for help regardless of the situation.
- 4** I detest objects that ravage the lands, such as explosive powders, just like I hate being around those who make or use such things.

FOOD WORKER

You have a taste for flavors and well developed pallet. You know how to cook either for high class or high numbers. Ingredients are no mystery to you and you can easily stand the heat, having worked in a hot kitchen from dawn to dusk.

Skill Proficiencies: *Survival, Nature.*

Other Proficiencies: *Cooking utensils or brewer's tools.*

Equipment: A set of common clothes, a white cooking apron, a mess kit, an iron pot, a tinderbox and cooking utensils or brewer's tools – *a coin pouch with 20gp.*

WORKER TYPE

What kind of food did you work with?

D4 Specialization

- 1** Provisioner
- 2** Cook / Chef
- 3** Baker
- 4** Brewer

FEATURE KNOWLEDGEABLE PALATE

Used to taste and flavors, you get advantage on anything checks involving tastes. You can also automatically recognize if a plant/vegetable/root/fruit is edible and have advantage on nature check to tell if it is poisonous.

SUGGESTED CHARACTERISTICS

D6 Personality Trait

- 1** There is always plenty to go around! I rather share and have little then have a lot by myself.
- 2** I am a very experimental eater. I am willing to try anything!
- 3** In my time of serving masses of people, I've developed the habit of falling on autopilot when things get boring.
- 4** What can I get you with that?
- 5** If someone gets under my skin... they may find 'extra flavors' in their food.
- 6** I am a rather jovial person, which is why I enjoy a warm meal, a good brew and happy company.

D4 Ideal

- 1** **Experimentation:** It is important to discover and try new things.
- 2** **Novelty:** New is always better.
- 3** **Optimism:** Where there is a will, there is a way.
- 4** **Pacifist:** I prefer resolving things through words and will only fight if there is no alternative.

D4 Bond

- 1** I will find the fool who stole my best recipe and sold it as his own creation.
- 2** I have one many hearts seducing them with my skills.

3 I have fond memories of the person who thought me the ropes in the kitchen.

4 I grew up always hungry, this is why I chose the path I took.

D4 Flaw

1 I get irritable when I only have had rations to eat for a long time.

2 If I don't know what it is, I will not eat or drink it. I'd rather starve.

3 I look down on people that lack good manners.

4 I get lost in the details and often forget the big picture.

GUARD

You're the type of person people trust with their lives, quite literally. Whether you guarded a city or important person, you know matters of safety. You are no strangers to what it takes to ensure security and tend to lean on the side of caution. Your senses are keen and often on alert.

Skill Proficiencies: *Acrobatic, athletic.*

Other Proficiencies: *Shield.*

Equipment: An ornate shield, – a coin pouch with 15gp.

GUARD TYPE

What kind of guard were you?

D2 Specialization

- 1** Bodyguard
- 2** City Guard

FEATURE: ALWAYS READY

During a watch and during travels (if and only if you are first or last in the travel order), even if you are surprised, you negate the act of skipping your turn as a reaction, as you are always expecting danger, whether or not you see it coming. In roleplay, you always have your weapon out when in such position.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1** I am a rather stoic individual.
- 2** When I speak, I am normally to the point.
- 3** I always prefer to take the safer path and avoid risks.
- 4** I will put myself in front of others to avoid them taking damage, even if I dislike them.

D4 Ideal

- 1** **Tradition:** Old ways are sacred and should be respected.
- 2** **Necessity:** One must do what needs to be done.
- 3** **Altruism:** It is important to help those in need.
- 4** **Modest living:** Life should be led in simplicity, without need for any luxury.

D4 Bond

- 1** I once failed to guard a family. The loss haunts my dreams still.
- 2** I made good contacts during one of my assignment. There was a raid and we were efficient. The nobles we protected promised they would remember us.
- 3** I used to have a partner in work. We lost touch going our separate ways years ago.
- 4** I once hit a stalemate during an attack and ended up befriending the enemy. I've never shared this secret after we parted ways.

D4 Flaw

- 1** I trust no one but myself.
- 2** I cannot rest until I've ensured everything is safe.
- 3** I hate when people use big words, I do not understand them.
- 4** I need direct orders or I tend to be unsure of what to do.

HEALER

The welfare of others is of the utmost importance. You spent a good part of your life assisting others get better and learning the secrets of anatomy. You are familiar with how to treat most injuries and diseases, or in the least, how to mitigate the damages. You've seen death, up close and personal and you aren't the squeamish type.

Skill Proficiencies: *Medicine, insight.*

Other Proficiencies: *Healer's kit.*

Equipment: A set of common clothes, a healer's kit and 2 healing potions – *a coin pouch with 10gp.*

INSTITUTION

Under what banner did you provide heals?

D4 Specialization

- 1** Military Medic
- 2** Doctor / Nurse
- 3** Holy healer
- 4** Homeopath/Shaman

FEATURE FIELD DOCTOR (MILITARY MEDIC)

The battle around you doesn't distract you when you are taking care of fallen comrades. Doing a medicine check to stabilize a fallen comrade is instant and has advantage.

OR

FEATURE PROFESSIONAL MEDIC

Your skills are unmatched in knowledge and treatment of anatomy and how to create ways to fix the broken. You gain proficiency with the healer's kit. Also, creating health potions and antitoxins on downtime takes half the time and financial resources.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1** I value healthy habits and lifestyles and always eat at least 3 meals a day and sleep my full night. I work out and take care of my skin.
- 2** I make sure to always be well supplied for everything. It doesn't always help me save up...
- 3** I tend to use rich and complicated vocabulary when I speak.
- 4** I am above all of others.

D4 Ideal

- 1** **Health and welfare:** Caution is wise, the body can permanently break.
- 2** **Eternal youth:** I strive to find ways to remain young,
- 3** **Altruism:** It is important to help those in need.
- 4** **Pacifist:** I prefer resolving things through words and will only fight if there is no alternative.

D4 Bond

- 1** I have lost too many. Their memories haunt my nights.
- 2** I saved the life of royalty once. I have an owed favor on that life.
- 3** I became a healer because when I came of age, someone important to me got injured. I could have saved that person if I had known how ...
- 4** There is someone back home I love that is deathly ill with something without cure. I am searching for a solution.

D4 Flaw

- 1** Because I saw too much in my past, I am now very uneasy at the sight of blood and opened wounds.
- 2** I don't ask permission before tending to a 'patient'.
- 3** I am easily impressed.
- 4** I can be quite the case of "bleeding heart".

HERDER

Life is peaceful in the pastures. It is also fairly simple. The worst to deal with is the occasional wolf or wild cat, which are usually easily dispatched. You've faced all the weather types and are used to calm, quiet environment, more used to being around animals than people.

Skill Proficiencies: *Animal handling, nature.*

Equipment: a set of common clothes, a plain cloak, a walking stick and *a coin pouch with 10gp.*

FEATURE ANIMAL EXPERT – (TYPE OF HERDED ANIMAL)

You worked a long time protecting and herding this species. You gain advantage with any rolls touching this species, and countering an aggressive animal (unless it is under a spell or mind control) with animal handling is always a critical success to calm the beast.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1** I enjoy the little things in life.
- 2** I prefer quiet and being secluded to crowds and civilization.
- 3** I have a tendency to go off daydreaming if I'm not kept busy.
- 4** My memory is flawless. I remember everything anyone says for a very long time.

D4 Ideal

- 1** **Modest living:** Life should be led in simplicity, without need for any luxury.
- 2** **Honesty:** I must never lie, no matter the situation. If it gets us in trouble, we will find a solution.
- 3** **Optimism:** Where there is a will, there is a way.
- 4** **Pacifist:** I prefer resolving things through words and will only fight if there is no alternative.

D4 Bond

- 1** I broke all bonds to human when I went to work.
- 2** I had a great partner when herding. I wonder what became of him.
- 3** I still write frequently to my parents.
- 4** I had a secret crush on the animal soother that worked with my herd.

D4 Flaw

- 1** I am rather socially awkward.
- 2** I have a stutter I can't always control.
- 3** I'm a grumpy old coot!
- 4** I am stubborn to a T.

HUNTER

You've spent a life hunting game of many types. Most were very common animals and settlements have fed off your catch on several occasions. You're a master tracker and your aim is true. You know the lands and travel easy, quietly. It is a lonely life but one full of adventures. You are no stranger to trappings either, and know just how to bait most of the common species in the area.

Skill Proficiencies: *nature, survival.*

Other Proficiencies: *Traps.*

Equipment: A set of common clothes, leather gloves (no AC bonus), 5 spikes and 10 ft of string and a coin pouch with 15gp.

FEATURE: WILDERNESS EXPERT

Living in the elements most of the time, you learned the terrains and can manage to get around in the wild. You gain advantage when tracking animals and humanoids in the wilderness and you have advantage when trying to identify animals or humanoid tracks (you can tell it's humanoid and size, but not the type).

SUGGESTED CHARACTERISTICS

D6 Personality Trait

- 1** I am at my place in the wilds, civilization makes my skin crawl.
- 2** I get to the point with things and refuse to go around for bizarre customs and etiquettes.
- 3** I am always observing and studying my surroundings. Look before you leap.
- 4** I am always on the lookout for a new and thrilling challenge. Perhaps a large beast or something glorious to add to my trophies.
- 5** I have a necklace of teeth and claws I wear at all times. Each is a great hunting story.
- 6** I spend so much time in seclusion that when I get a chance to talk to someone, I can be hard to stop.

D4 Ideal

- 1** **Caution:** It is important to take care and put in thought before acting.
- 2** **Modest living:** Life should be led in simplicity, without need for any luxury.
- 3** **Glory:** I must collect achievements to make my life story one of greatness.
- 4** **Nature:** I believe the natural order of things must be preserved and respected.

D4 Bond

- 1** My father and mentor in the art of hunter gave me a rich legacy.
- 2** I have a childhood friend at home which I visit after every hunting trip.
- 3** There is a wolf in the woods I hunt that doesn't attack me. I even once caught him sleeping close to my night camp.
- 4** I actually somehow befriended a small tribe of orcs residing in the woods where I hunt.

D4 Flaw

- 1** I distrust everyone and tend to go with my instinct, though I may often pretend that I believe what I'm told even if it's not the case.

- 2** I may be talented at reading nature, but people baffle me, which is probably why I'm so easily fooled.
- 3** I can't resist a good mark.
- 4** I don't negotiate with words, just a bow or dagger.

INNKEEPER

Your life has nothing of the quiet life, used to a busy taproom, meddlesome travelers and fussy customers. You've owned an inn that kept you busy and well off for several years. You've kept the liquor going, the food coming and the beds made. Whether you kept a tidy reputable inn or a tavern that was barely a better stay than a backstreet corner, you know management. This has also earned you a reputation and most denizen of the area knows your name. (Work with your DM to determine where your inn is or was, and share local information, if appropriate.)

Skill Proficiencies: *Insight, history.*

Other Proficiencies: *Cooking utensils or Brewer kit.*

Equipment: A set of common clothes, an apron, a mess kit, cooking utensils or brewer kit and a coin pouch with 20gp.

FEATURE MERCANTILE COMMON GROUNDS

You have earned reputation with the management of an inn. By discussing with innkeepers, you can secure lodging for the whole party at half price and get advantage obtaining any information for tavern workers and innkeepers.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1** I am friendly and approachable. I have no qualms approaching someone I don't know.
- 2** I collect rumors like they are trophies. Others just don't realize the leverage some of these can provide.
- 3** I don't like quiet time much and will not hesitate to break silence with personal questions.
- 4** I never refuse a good drink.

D4 Ideal

- 1** **Wealth:** My possessions make me who I am. I must therefore own a lot of valuable things.
- 2** **Friendliness:** I try to get as wide a circle of friends and connections I can get.
- 3** **Novelty:** New is always better.
- 4** **High Society:** Being known in diplomatic and social circles is very important.

D4 Bond

- 1** I once spread a false rumor that destroyed the local priest. The guilt follows me...
- 2** Everyone in my town knows who I am.
- 3** The new owner of my tavern tricked me out of ownership. I will get vengeance...
- 4** I was part of a merchant guild in my community.

D4 Flaw

- 1** I have no ideas what this 'personal boundaries' thing is.
- 2** I never repay my debts. Ever.
- 3** I am a gossip to a flaw. I even create my own!
- 4** I tend to stick my nose where it doesn't belong.

TEACHER (YOUTH)

You are a mentor through and through. You thought your knowledge to the next generation so that they could function well into the world. You are no stranger to kids and their unruliness and your patience rivals that of statues. Many know how to read and count thanks to your techniques, and you've left many parents thankful for providing a daily break.

Skill Proficiencies: *Insight and persuasion.*

Other Proficiencies: *Playing cards.*

Languages: *Any 1 humanoid language.*

Equipment: A set of common clothes, an abacus, a deck of cards, 3 lore books (check with DM to determine content) and a *coin pouch with 12gp*.

FEATURE EDUCATED

After a lifetime of working with farm goods, you can recognize any common plant and harvest. Any food plant you harvest gives you double the ration.

SUGGESTED CHARACTERISTICS

D8 Personality Trait

- 1 I tend to lecture people when they do things I consider immoral.
- 2 I treat others like they are children.
- 3 I take great enjoyment in learning new things.
- 4 I question everything until I gain full understanding of the situation.

D4 Ideal

- 1 **Patience:** Good things come to those who wait.
- 2 **Foundation:** I believe to advance oneself... or almost anything, you have to have solid beginnings. I therefore tend to dislike skipping steps.
- 3 **Stability:** I have a fondness of routine and security.
- 4 **Introspection:** It is important to learn to know oneself well.

D8 Bond

- 1 I have a slew of students back home that look up to me.
- 2 There was this one problem students in the past I tried to help but failed.
- 3 I lost my role as a teacher when a disgruntled parent started a false rumor about me. I have sworn to pay him/her back.
- 4 I fell in love with another teacher, though I doubt he/she even knows...

D8 Flaw

- 1 I have a bad habit for correcting people when they speak with improper grammar.
- 2 After enduring brats for so long, I developed a deep hatred of children.
- 3 I know so much more than everyone else. They just THINK they know.
- 4 I take credit for other people's ideas.

TOURNAMENT FIGHTER (GLADIATOR)

Even before you became an adventurer, you collected feats of glory and grand battles. It doesn't matter the setting, you know how to face an adversary and with time, learned to overcome the fear of pain and loss. You wear several scars with either shame or pride, testaments to your risky vocation. You have entertained many and perhaps even slain just as many. You are already familiar with holding a weapon and your training is thorough. You fought with either impressive agility or remarkable strength, and you know how to withstand a hit and still keep on going. Perhaps your tournaments have ended, perhaps the challenges were no longer enough to sate you or perhaps you never really liked that life, but something has called you away from the tournaments, at least for now.

Skill Proficiencies: *Athletic, Acrobatics.*

Other Proficiencies: *Simple and Martial Weapons (Melee), Shield.*

Equipment: A set of common clothes, a gold plated shield ornate with the symbol of your arena, 1 health potion – *a coin pouch with 30gp.*

FEATURE: FAMOUS VICTORIES

You traveled, fought and won many battles. You have gained fame among the common folk, little kids in the streets who play fighter often used your name in awe and as a synonym of great warrior. Because of such, you can use your fame to boost any persuasion check with common folks (advantage).

OR

FEATURE: ENDURING

Used to taking a hit and even defeat, you can push your limits far to survive. When you are in your death saves, 3 successes grant you 1 hp and if you have 2 failed rolls, you get to roll with advantage.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1** I usually try to find a weakness in my opponents during a fight rather than just charge in.
- 2** I throw caution to the wind.
- 3** I do like to tell stories of my past fights and moments that marked me. I make links between them and more current battles.
- 4** I am simply fearless.

D4 Ideal

- 1** **Glory:** I must collect achievements to make my life story one of greatness.
- 2** **Victory:** Win at all costs.
- 3** **Power:** Power is the true ruler of everything. All means to an end is acceptable to obtain more power.
- 4** **Honor:** I must always fight and act in honorable ways, even against the most depraved of foe.

D4 Bond

- 1** One of my greatest victories resulted in the defeated opponent swearing vengeance.
- 2** My first battle was a horrible and quick, shameful defeat.
- 3** I do love my fans. In the city of _____, I have many.
- 4** I was once accused of cheating but was found innocent. I do well at keeping secret that I actually was guilty and poisoned my foe prior to battle.

D4 Flaw

- 1** I am a very boastful person.
- 2** I have a tendency to underestimate my opponents.
- 3** I can be relentlessly vindictive.
- 4** I get enraged if someone insults me by saying I'm too (choose from: short, young, old, weak or create your own signature insult).

TRIBE MEMBER (HALF ORC OR BARBARIAN ONLY)

Raids and rampages was your life. You were born and bred in the life of a tribe. (Determine with the DM the clan and if you can use an existing one or make your own.) You had a set place and lived a life of savage structure. As a female, perhaps you started off being a child-bearing member along with another task, like a cook or smith. As a male, perhaps you too shared a stable work assignment. Gender regardless, you know how to fight, you were thought how to kill, raid and ransack. When you left your duties, it was to join the heard and plunge head first into battle at the command of your chieftain.

As an orc, you would worship Gruumsh above all else. As a barbarian tribe member, you follow the great animal spirits have a certain distaste for anything magical. Of course, this could be false if you decided to leave because the life in a tribe was simply not for you. Unless you were lucky enough to get exiled rather than killed for an offense you committed. Or perhaps you are the last of your tribe, and seek to travel in hope of avenging the fallen, somehow.

Skill Proficiencies: *Athletic, Intimidation.*

Other Proficiencies: *Greataxe, smith's tools.*

Equipment: A token representing your tribe, a trophy of your kills, common clothes made mainly of animal pelts, a knife – *a coin pouch with 10gp.*

FEATURE TRIBAL

Your stature and even expression are fearsome. You have spent a long time raiding and even if you yourself aren't known, tribes are and yours may even be infamous. Mentioning your life as a tribe member and using your experience raiding grants you advantage on an intimidation roll. You also can stay and still members of other tribes (orcs or barbarian, depending on the character) through roleplay, gaining advantage on any persuasion rolls with them.

SUGGESTED CHARACTERISTICS

D4 Personality Trait

- 1 My scowl is deep and disapproval obvious.
- 2 I do not deal in subtlety.
- 3 I collect trophies of my victories.
- 4 I dislike magic and anything associate with such things.

D4 Ideal

- 1 **Violence:** Combat and victory are how one proves themselves – through the blood of their enemies.
- 2 **Ancestry:** The great deceased should always be revered and respected. One should leave the dead alone to rest in peace.
- 3 **Tribe:** The good of the tribe must always come first.
- 4 **Ruthless:** Never leave a loose end. Kill them all.

D4 Bond

- 1 My chieftain is still an object of awe and inspiration for me.

- 2 I do honor and visit the spirit of my ancestors.
- 3 I have left shame in my tribe and should never return.
- 4 A shaman of the tribe once told me that I would one day be faced with an impossible choice and that my selection would impact the future of the whole tribe.

D4 Flaw

- 1 I charge first and think later.
- 2 I'm loud; in everything I say and do.
- 3 I am boastful and those outside the tribe as lesser people.
- 4 I cannot listen to long speeches. They bore me.
- 5 If idle for too long, I tend to find destructive ways to entertain myself.
- 6 I am incredibly vengeful of even small offenses.

***Because this background caters more to evil and neutral characters, as well as form troublesome personas, it is advised that you consult with your DM before using this background.*

Dark Backgrounds

These are usually an added background to those that are more occupation related. It basically depicts an event or condition your character is suffering. These are fully optional and meant only to enrich roleplay (offer little to nothing in terms character bonuses). You may replace characteristics or simply add to them. These could easily serve as reasons why your character became an adventurer.

1. Cursed
2. Trauma victim
3. Hunted
4. Haunted